

**Examenul de bacalaureat național 2013**

**Proba C**  
**de evaluare a competențelor lingvistice într-o limbă de circulație internațională**  
**studiată pe parcursul învățământului liceal**

**Proba scrisă**  
**Limba engleză**

Toate filierele, profilurile și specializările/ calificările

**Model**

- Toate subiectele sunt obligatorii.
- Timpul de lucru efectiv este de 120 de minute.

**ÎNȚELEGEREA TEXTULUI CITIT**

**SUBIECTUL I**

**(40 de puncte)**

**Read the text below. Are the sentences 1-5 'Right' (A) or 'Wrong' (B)? If there is not enough information to answer 'Right' (A) or 'Wrong' (B), choose 'Doesn't say' (C). Mark A, B or C on your exam sheet.**

Although soft toys are among the first playthings used by the youngest children, they are of fairly recent origin. Apart from rag dolls (which date back to Roman times), soft toys in the guise of humanised animals seem to have been a late-19th century invention. The earliest toys of this type consisted of nondescript ducks and amorphous sheep, but a major breakthrough came in the 1890s with the birth of the golliwog, based on the principal character in Florence Upton's Golliwog stories, first published in 1895.

This impish character with its black face, mop of spiky hair and smart clothes was an overnight success. In the stories, he was always getting into mischief and in real life he served as a kind of scapegoat for many a child who could readily blame his or her own misdeeds on 'Golly'. Racist overtones in more recent years considerably diminished the popularity of the golliwog, though it continues to rank high with collectors.

In the 1930s toy koalas began to appear in Australia and spread to America and Europe after World War II. These soft toys had the merit of being clothed in real fur (albeit kangaroo!), with very realistic muzzles of black leather. The popularity of Skippy, a children's television series, also triggered off a craze for toy kangaroos in the 1950s and 1960s, which later extended to Willy Wombat and other marsupials.

As the golliwog slipped in the popularity ratings, its place was taken by the troll, a grotesque creature of Scandinavian origin, and the gonk, a rotund individual with his eyes in his chest. Soft toys in the form of more recognizably human guise include an enormous range of clowns and other costumed figures.

[www.collectorcafe.com](http://www.collectorcafe.com)

- |   |                |                |                      |
|---|----------------|----------------|----------------------|
| 1. Soft toys date back to the 17 <sup>th</sup> century.   | <b>A</b> Right | <b>B</b> Wrong | <b>C</b> Doesn't say |
| 2. The soft toy based on the main character in Florence Upton's stories was an immediate success. | <b>A</b> Right | <b>B</b> Wrong | <b>C</b> Doesn't say |
| 3. Toy koalas entered the Asian market in the 1980s.  | <b>A</b> Right | <b>B</b> Wrong | <b>C</b> Doesn't say |
| 4. Toy koalas were clothed in real fur.   | <b>A</b> Right | <b>B</b> Wrong | <b>C</b> Doesn't say |
| 5. The troll is an Australian creature.   | <b>A</b> Right | <b>B</b> Wrong | <b>C</b> Doesn't say |

**SUBIECTUL al II-lea**

**(60 de puncte)**

**Read the text below. For questions 1-10, choose the answer (A, B, C or D) which you think fits best according to the text.**

**Violence in movies**

There has been a great deal of debate about the possible connection between violent behaviour in young people and their exposure to violent films, video games, TV programming and music.

Though a direct link between the two has not been conclusively proven, there's a growing consensus that exposure to violent entertainment is one of the variables to be considered, along with others, including family stability, learning disabilities and personality—when examining the behaviour of children and teens.

Kids are drawn to movies with scary themes, and watching horror films is a rite of passage for teens and even younger kids. But being steadily exposed to violent images from an early age can have a lasting effect on young children. Studies have shown that 26 per cent of adults still have "residual anxiety" many years after viewing horror movies in childhood.

Because most homes today have VCRs, young people have easy access to movies with graphic and gratuitous violence. Most parents don't properly understand the ratings systems for films; and even when they do, kids can easily sneak into restricted films at the cinemas. (The design of most multiplexes makes it easy for kids to see the film of their choice once they've paid at the box office and many theatres don't bother to enforce ratings restrictions.)

The study also showed that Hollywood routinely recruits teenagers and children (some as young as nine) to evaluate its story concepts, commercials, theatrical trailers and rough cuts—even for R-rated movies. TV promos for films are run during hours when young viewers are most likely to be watching; and R-rated films are advertised in youth magazines such as YM, Teen, and the Marvel comics. The study revealed that movie studios often target children as young as four with toy tie-ins for movies rated PG-13, and even R.

There's a reason why the movie industry produces so much violent fare: action films export well. Unlike dramas and comedies, which need expensive translation of their dialogue, action-packed movies make the transition to foreign languages and markets easily and cheaply. Even at home, their simplistic content means that violent films appeal to a broad range of ages. In North America and abroad, violence is profitable.

To limit children's exposure to violent and frightening movies, parents should:

- explain clearly what your objections are to violent movies;
- establish family rules about what kind of movies are appropriate for what age.

(www.media-awareness.ca)

1. There is a possible connection between violent behaviour and
  - A exposure to violent sports.
  - B fashion.
  - C exposure to violent films and video games.
  - D classical music.
2. Other variables to be taken into consideration are
  - A family stability and personality.
  - B environment and learning disabilities.
  - C school and teachers.
  - D family and friends.
3. According to the text, kids are attracted to
  - A video games.
  - B nature.
  - C outdoor sports.
  - D movies with scary themes.

4. One rite of passage for teenagers is
  - A drinking.
  - B watching horror films.
  - C driving.
  - D going to parties.
5. Years after watching horror films, ... of adults can have "residual anxiety".
  - A 26%
  - B 36%
  - C 86%
  - D 16%
6. It is easy for children to sneak into restricted films
  - A at video stores.
  - B at the theatre.
  - C at games arcades.
  - D at casinos.
7. In order to evaluate concepts, Hollywood often recruits
  - A only children.
  - B teenagers and children.
  - C adults and children.
  - D only teens.
8. The reason why violent films are produced is that
  - A they sell well abroad.
  - B are expensive.
  - C are easy to understand.
  - D are suitable for all ages.
9. Dramas and comedies need
  - A popular actors.
  - B expensive locations.
  - C expensive scenery.
  - D expensive translations.
10. Everywhere in the world, violence is
  - A interesting.
  - B popular.
  - C profitable.
  - D cheap.

## PRODUCEREA DE MESAJE SCRISE

### **SUBIECTUL I**

**(40 de puncte)**

You recently went on a holiday. A friend of yours has written to you expressing an interest in the place you visited and asking you what it was like there. Write an email to your friend, telling him/her about the positive and negative aspects of the place, suggesting him/her (not) to go there next year.

**Write your answer in 80 – 100 words.**

### **SUBIECTUL al II-lea**

**(60 de puncte)**

You have recently had a class discussion on the role that money plays in people's lives. Your teacher has asked you to write an essay, giving your opinion on the following statement: *Making money has become too important to many people in our modern society.*

**Write your essay in 180 - 200 words.**

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**BAREM DE EVALUARE**

**Model**

- Se punctează oricare alte modalități de rezolvare corectă a cerințelor.
  - Nu se acordă punctaje intermediare, altele decât cele precizate explicit prin barem.
- Nu se acordă fracțiuni de punct.

**ÎNȚELEGEREA TEXTULUI CITIT**

**SUBIECTUL I** **(40 de puncte)**

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5 răspunsuri x 8 puncte = 40 de puncte

**Răspunsuri**  
**1 B; 2 A; 3 C; 4 A; 5 B.**

**SUBIECTUL al II-lea** **(60 de puncte)**

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10 răspunsuri x 6 puncte = 60 de puncte

**Răspunsuri**  
**1 C, 2 A, 3 D, 4 B, 5 A, 6 B, 7 B, 8 A, 9 D, 10 C.**

**Nivelul de competență se va acorda în funcție de punctajul obținut, după cum urmează:**

- : 0-10 puncte  
A1: 11-30 puncte  
A2: 31-60 puncte  
B1: 61- 80 puncte  
B2: 81- 100 puncte

## PRODUCEREA DE MESAJE SCRISE

### SUBIECTUL I

(40 de puncte)

#### Conținut

20 de puncte

- scrie un text adecvat situației / tipului de text propus 4 puncte
- respectă limita legată de numărul de cuvinte indicat 4 puncte
- scrie enunțuri simple pe tema propusă 4 puncte
- exprimă în fraze scurte ceea ce simte 4 puncte
- explică pe scurt acțiunile prezentate / descrise 4 puncte

#### Organizarea textului

10 puncte

- ordonează corect cuvintele în enunțuri simple 5 puncte
- leagă enunțuri scurte prin conectorii cel mai des folosiți, producând un text simplu și coerent 5 puncte

#### Corectitudine gramaticală

5 puncte

- folosește relativ corect structuri sintactice și forme gramaticale simple, fără a afecta sensul global al mesajului

#### Vocabular

5 puncte

- folosește corect un repertoriu elementar de cuvinte și expresii adecvate temei propuse

### SUBIECTUL al II-lea

(60 de puncte)

#### Conținut

30 de puncte

- scrie un text adecvat situației / tipului de text propus 10 puncte
- respectă limita legată de numărul de cuvinte indicat 10 puncte
- argumentează opiniile prezentate 10 puncte

#### Organizarea textului

10 puncte

- utilizează o gamă variată de conectori pentru a evidenția relațiile dintre idei 5 puncte
- folosește corect paragrafele 5 puncte

#### Corectitudine gramaticală

10 puncte

- folosește corect structurile gramaticale 5 puncte
- folosește o gamă variată de structuri gramaticale 5 puncte

#### Vocabular

10 puncte

- folosește vocabularul în mod corect 5 puncte
- folosește un vocabular variat și adecvat temei 5 puncte

Nivelul de competență se va acorda în funcție de punctajul obținut, după cum urmează:

- :	0-10	puncte
A1:	11-30	puncte
A2:	31-60	puncte
B1:	61- 80	puncte
B2:	81- 100	puncte